

HAPPY HOLIDAYS



Happy Holiday Giving Includes That Most Important Gift of All....
...the One to Yourself!

Make it a Renewal of your OVAUG Membership!! For Only \$15.00 Individual or \$20.00 Family ...Such a Deal... "Cheap"... "a Pittance". Includes Discount at Expert Services, Newsletter, Club BBS, and access to the collective brainpower of our impressive membership! Send check to address on reverse, to Troy Cooksey or George Gibeau at the club meeting, or to an Expert at Expert Services.

design by Paul Wehner

O HIO V ALLEY A MIGA U SERS' G ROUP

TABLE OF CONTENTS: DECEMBER, 1993

PRESIDENT'S	1
GEORGE'S "INFO"	2
SECRETARY'S	3
INTERVIEW -	
TERAMANA	5
INTERNET -	
HOFFMANN	7

~~~~~  
NEXT MEETING: JAN. 25, 1994  
ROOM 502 RIEVESCHL HALL, UC  
BEGINNERS SIG AT 6:30

TIME TO RENEW  
YOUR OVAUG MEMBERSHIP!!

# The President's Palaver

Ed Hoffmann

The close of another year is here, so let's review the year's Amiga news. While there is no biggest news item of the year, there is a collection of significant events that together point to a new direction for the Amiga. First of all, Commodore International went through some tough economic times. A combination of a severe recession in Europe, strengthening US dollar, startup costs for the CD32, corporate restructuring costs, and general microcomputer price wars severely affected their cash flow. With the success of the CD32 in Europe and the AGA machines, and with the restructuring behind them, a smaller, more efficient Commodore has emerged with a focus entirely on the Amiga. This should propel them and the Amiga on into the future.

From third party developers there have been substantial upgrades to existing software and hardware as well new releases. The most significant new releases include video, 3D animation and graphics, and related products, although the word processor, desktop publishing, and music areas provided big news. New products include the 24-bit display boards with WorkBench emulation (Picasso II, Retina, Spectrum EGS, and Piccollo boards), Art Expression, TypeSmith, Envoy networking software, Final Writer, the Personal Animation Recorder, ImageFX, Amiga 1200 add-ons, Emplant, A4091 SCSI-2 hard drive controller, TVPaint, a ton of Toaster related products, and a whole crop of new games, including AGA games. Significant upgrades include Toaster4000/3.0, Art DeptProfessional 2.3, ProCalc 2.0, Personal TBC IV, Imagine 3.0, PageStream 3.0 (coming soon), Professional Page 4.1, VistaPro 3.0, Aladdin 3.0, Caligari Broadcast, Studio 16 3.0, Bars and Pipe Professional 2.0, and A-Max IV. High speed modems have also dropped sharply in price, as well as hard drives, monitors, and accelerators.

Of course, the public domain releases have continued to be strong, with Fred Fish up to 930 disks (and counting) with CDROM distribution just beginning! While the biggest news in the microcomputer business as a whole has been acceptance of the CDROM, the Amiga market has been somewhat lagging, based on the anticipation of the CD32 being released. The CD32 is taking Europe by storm, with demand still outstripping supply. While the US waits for the CD32, the wait may actually help its eventual acceptance as the ultimate game machine. This is because the software base is expanding before release here, so that when the machine is finally introduced in January there should a good selection of titles, a key requirement for success in the US. In addition, the CD32 add on for the A1200/4000 should be here soon, providing CD32, CDTV, ISO9600, video CD (MPEG), and audio CD support for these machines. The Amiga CDROM market should then explode.

The direction for the Amiga is two-pronged: a low-end supported by the CD32 and A1200 for games and hobbyist computing, and a high-end video/graphics workstation anchored by the A4000 (and soon, A4000T). The low-end should provide the mass market name recognition, and, hopefully, cash flow. The high-end assures continued development of the affordable power tools we have become accustomed to.

Remember, since many memberships expire in January, be sure to pay your dues (\$15 per year, or \$20 for a family membership). Either send to the OVAUG PO box (see the return address on the cover), bring it to the next OVAUG meeting (December 28), or drop off at Expert Services to George.

On behalf of all of the OVAUG officers, I hope you have a Merry Christmas!

## **GEORGE'S "NEW STUFF"**

from George Gibeau

Listed are new software titles available  
even as we speak.....

### **GAMES**

Brutal Football

Cannon Fodder

Christmas Lemmings

Campaign II

Disposable Hero

Dog Fight

Fatman

Fatman AGA

Fury of the Furries

Frontier-Elite II  
(GREAT GAME - GEORGE)

Genesisia

Global Domination

Goblins 3

Jet Strike

Jurrassic Park

Mortal Kombat

Wiz + Liz

Soccer Kid

Skid Marks

Sim Earth (re-release)

Simon the Sorcerer

Bart-vs-The-World

### **CD-32 TITLES**

Mean Arenas

Liberation (Captive II)

Trolls

D/Generation

Zool

Nigel Mansel's World Championship

### **PRODUCTIVITY**

Toaster 3.1

## **Minutes of the November 30th, 1993 O.V.A.U.G. Meeting**

The meeting was called to order at 8:20 pm by president Ed Hoffmann. The attendance was about 35 people.

### **New Members**

There were no new members joining OVAUG in November:

### **OFFICER REPORTS**

-VICE PRESIDENT (Drew Vogel) Drew welcomed guests to the meeting, Rick Amato, Dr. Ward Patterson, and Travis Gibbons. Drew thanked Carl Jolley for his support which kept the BBS up and running. Also he just received a demo version of Imagine 2.9 and a demonstration will be forth coming next month. Finally, Drew wanted to let us know that the new Cafe BBS number is 513-232-4895.

-SECRETARY (Troy Cooksey) As of this meeting we have 145 paid members. Membership dues are \$15 for a single membership and \$20 for a family membership. (If you need to pay dues or wish to join, see me at the meetings or call 661-0908 for more information). If you have something for sale or trade, then please give me a written description of the item along with your name and phone number, or you can send it to the club's post office box. Your ad will appear in three issues of the newsletter or, more or less issues, if you let me know that you need more time or that the item has sold.

-LIBRARIAN (Scott Bennett) The Fred Fish library is currently up to FF930, the CD ROM is up to FF900, the BBS has up to FF750 compressed, and there are no club disks this month. (Note: a variety of books and video tapes are now available for borrowing by club members in good standing. Scott has sign up sheets for those interested).

-TREASURER (George Gibeau) The treasury balance is \$110.

-TECHNICAL ADVISOR (Brick Eksten) Brick reported that AMAX IV should be shipping very soon. He also indicated that Expert Services would be getting a developer's model of CD32 in, probably by the next meeting.

-NEWSLETTER (Jeff Johnson) Jeff thanked all of the contributors to last month's issue of the newsletter, especially Paul Wehner who contributed several articles and pictures. Jeff requests that if you have anything; articles, tips, bios on interesting members, etc, then please send them in. Note it does not have to be a full blown article. Anyone published in the newsletter will receive one free Fred Fish copy. Submissions can be made to the club P.O. box, to the club BBS, or to Jeff at the meetings. Also if you would like to see an article on a particular topic then let Jeff know and he will try to find someone to write on it.

-BBS ADVISOR (George Gibeau) George reported that the only current problem on the BBS is with Net Mail. The club's BBS phone number is 241-8817.

### **SIG REPORTS**

-BEGINNER'S SIG (Ed Hoffmann) Next month Ed will re-present an AmigaVision script covering Amiga architecture and software, since he was late for the most recent meeting. Ed would like suggestions for up coming meeting topics. Meetings are held in Room 502 Rieveschl Hall at 6:30 pm prior to the monthly OVAUG meeting.

-GRAPHICS SIG (Bob Leibold) Bob reported that they are nearing completion of the

documentary on the Graphics SIG and OVAUG. Also there will not be a meeting during December. Contact Bob Leibold at 651-4171 for more details.

-AREXX SIG (Richard Hertzberg) AREXX discussions are taking place on the BBS. Also note there is an AREXX file section on the BBS where your files will not get erased.

-3D Graphics SIG (Brick Eksten) At the last meeting Brick showed Lightrave. The SIG takes place at Expert Services on the first Tuesday of every month. Call Brick at 371-9690 for more details.

#### OLD BUSINESS

-Anyone interested in donating to the "buy Fred Fish a computer" fund drive to thank him for all of his hard work should contact Ed Hoffmann.

#### NEW BUSINESS & DISCUSSION

-Expert Services has a limited supply of Epson ES, 24 bit scanners available to OVAUG members for \$495.

-Dan Dyke reported that he has a good Bible program for the Mac if anyone was interested in checking it out.

-A software auction was held to raise money for the Fred Fish donation fund. Approximately \$70 was raised and the winners were Marcel van Nimwegen, Paul Hoskins, and Carl Jolley.

-Dave Dobos from Direct Micro visited us this month with his usual array of disks and other goodies. Dave reported that 5 1/4" disks are fading very quickly with only about a half a billion sold worldwide. 3 1/2" disk production was estimated at about 1.5 billion, and that high density disks would probably overtake DD/DS disks in the next year or so.

#### DEMONSTRATIONS

-Ed Hoffmann demonstrated Final Writer, a word processing package, similar to Microsoft Word, from Softwood, the company that gave us Final Copy and other programs. It comes with 120 fonts including Compugraphic Type I, Nimbus Q, and Postscript Type I. It has a ton of typical features like page left and right formatting, EPS importing, hanging indents for bibliographies, etc. A special offer of \$199 is available for users of some of Softwood's other products such as Final Copy.

-George Gibeau demoed MegaBall, an improved version of the shareware game Ball, an Arkanoid type break through the bricks game. This new version can be run in AGA modes, it can multitask, and can run on the Picasso board.

QUESTIONS???...Then contact one of your OVAUG officers!

-President.....Ed Hoffmann.....521-3424

-Vice-president.....Drew Vogel.....232-6439

-Secretary.....Troy Cooksey.....661-0908

-Treasurer.....George Gibeau.....721-1214

-Newsletter Editor.....Jeff Johnson.....651-1199

-Technical Advisor.....Brick Eksten.....371-9690

-Club Librarian.....Scott Bennett.....371-2603

-BBS Officer.....George Gibeau.....721-1214

-BBS phone number...(8N1).....241-8817

An interview with Diane Teramana, OVAUG's most celebrated and unusual artist. The editor will favor the 'artsy' side of our membership with her interview and examples of her work. The 'gearhead' side of the club will find solace in the Internet article. Only Amiga makes it possible...

"...in this unlikely medium she has accomplished an unlikely task the human being uses, rather than is submerged by the computer, hence celebrating humanity." NEW ART EXAMINER, NOVEMBER 1989

"...Teramana's work reveals an accomplished artist with an established working knowledge of the medium" ACE MAGAZINE, MARCH, 1993

> BORN June 18, 1942, Steubenville, Ohio

> A convert to Catholicism for aesthetic reasons. Attracted to the artistic environment of the iconography. It was the only thing really pretty in Steubenville.

> Diane describes herself a spiritual person fascinated with religion. She considers a lack of spirituality making society negative.

> "Religion is a centering visual aesthetic sense"

> Education at Ohio State, Masters in painting and film in early '70's

> Concentrates on film being a "time related art" as opposed to the static arts such as painting and sculpture. Does video as it is more economical than film.

> Club member Dan Williams introduced Diane to the Amiga. Went on to the Toaster.

> Considers processed images boring if just machine produced. Diane uses the Amiga to process live video in a real time during the creation of her work. (The artist creates the aesthetic, the tools merely assist, from a paint brush to an Amiga)

> Son Aaron Graham, pictured opposite.

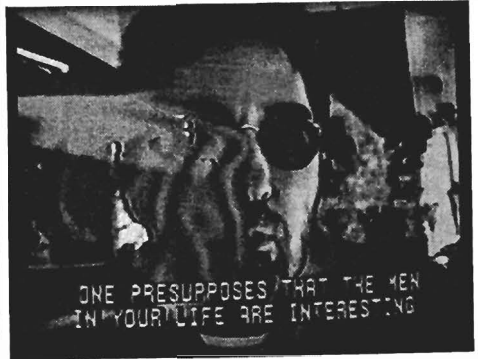
> Fiance, Ty Castellarin, a man she finds interesting in her life! Having met in college in the '60's and reacquainted ten years ago, they plan to wed in September in Italy.

> Performance piece by Diane, "Mickey Dipped in the Black Stream" was recently done by a Japanese "Butoh" artist to Beatles music. Intense. Video created from performance. The reproduction below is from this performance.

> A one woman show was presented this past September at The Knitting Factory in New York. Diane is proud of a lengthy compilation of creations and awards.

> Diane and OVAUG member Don Myers share not only the Amiga, but have both have involved local celebrity Scirocco in their work.

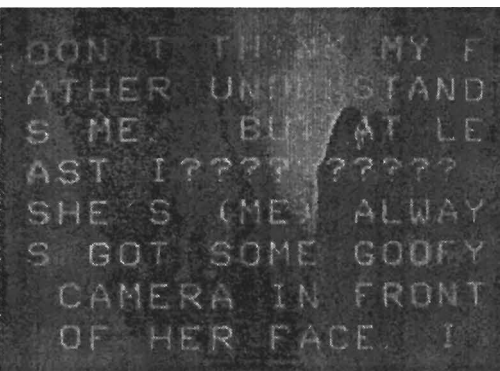




ONE PRESUPPOSES THAT THE MEN  
IN YOUR LIFE ARE INTERESTING



diane's son aaron



diane's father's foot



What's she doin' anyway?  
Her and them goofy cameras.

a melange of **diane**'s work in the form  
of screen shots presented in your **Face** as  
is **her** mode



# **The Internet: A Network of Networks**

Ed Hoffmann

(Note: This is adapted from "The Big Dummies Guide to the Internet", copyright 1993 by the Electronic Frontier Foundation and available as an AmigaGuide document on the OVAUG BBS as AMIINT11.LHA. This is just an introduction to the Internet; read the complete guide for much more detailed information. )

What is the Internet?

The Internet is a network of networks; that is, it is an interconnection of computer communication networks that can communicate with each other by adhering to certain standard protocols. It allows remote file exchange, remote login, mail services, and messaging in various specialized discussion groups. It is similar to commercial services such as CompuServe or Portal, and user-supported networks, such as Fidonet, but it is much bigger, more complex, more flexible, and has a nonsense (and unregulated) structure. There have been many books written about the Internet.

OK - Where did the Internet Come From?

In the 1960s, researchers began experimenting with linking computers to each other and to people through telephone hook-ups, using funds from the U.S. Defense Department's Advanced Research Projects Agency (ARPA). As this system, known as ARPANet, grew, some enterprising college students (and one in high school) developed a way to use it to conduct online conferences. These started as science-oriented discussions, but they soon branched out into virtually every other field, as people realized the power of being able to "talk" to hundreds, or even thousands, of people around the country.

In the 1970s, ARPA helped support the development of rules, or protocols, for transferring data between different types of computer networks. These "internet" (from "internetworking") protocols made it possible to develop the worldwide Net we have today. By the close of the 1970s, links developed between ARPANet and counterparts in other countries. The world was now tied together in a computer web.

In the 1980s, this network of networks, which became known collectively as the Internet, expanded at a phenomenal rate. Hundreds, then thousands, of colleges, research companies and government agencies began to connect their computers to this worldwide Net. Some enterprising hobbyists and companies unwilling to pay the high costs of Internet access (or unable to meet stringent government regulations for access) learned how to link their own systems to the Internet, even if "only" for e-mail and conferences. Some of these systems began offering access to the public. Now anybody with a computer and modem -- and persistence -- could tap into the world.

In the 1990s, the Net grows at exponential rates. Some estimates are that the volume of messages transferred through the Net grows 20 percent a month. In response, government and other users have tried in recent years to expand the Net itself. Once, the main Net backbone in the U.S. moved data at 1.5 million bits per second. That proved too slow for the ever increasing amounts of data being sent



over it, and in recent years the maximum speed was increased to 45 million bits per second. Even before the Net was able to reach that speed, however, Net experts were already figuring out ways to pump data at speeds of up to 2 billion bits per second -- fast enough to send the entire Encyclopedia Britannica across the country in just one or two seconds.

### How does the Internet Work?

The worldwide Net is actually a complex web of smaller regional networks. To understand it, picture a modern road network of transcontinental superhighways connecting large cities. From these large cities come smaller freeways and parkways to link together small towns, whose residents travel on slower, narrow residential ways. The Net superhighway is the high-speed Internet. Connected to this are computers that use a particular system for transferring data at high speeds. In the U.S., the major Internet backbone theoretically can move data at rates of 45 million bits per second (compare this to the average home modem, which has a top speed of roughly 2400-14400 bits per second). This internetworking "protocol" lets network users connect to computers around the world.

Connected to the backbone computers are smaller networks serving particular geographic regions, which generally move data at speeds around 1.5 million bits per second. Feeding off these in turn are even smaller networks or individual computers. No body really knows how many computers and networks actually make up this Net. Some estimates say there are now as many as 5,000 networks connecting nearly 2 million computers and more than 15 million people around the world. Whatever the actual numbers, however, it is clear they are only increasing.

There is no one central computer or even group of computers running the Internet - its resources are to be found among thousands of individual computers. This is both its greatest strength and its greatest weakness. The approach means it is virtually impossible for the entire Net to crash at once - even if one computer shuts down, the rest of the network stays up. But thousands of connected computers can also make it difficult to navigate the Net and find what you want. It is only recently that Net users have begun to develop the sorts of navigational tools and "maps" that will let neophytes get around without getting lost.

The vast number of computers and links between them ensure that the network as a whole will likely never crash and means that network users have ready access to vast amounts of information. But because resources are split among so many different sites, finding that information can prove to be a difficult task -- especially because each computer might have its own unique set of commands for bringing up that information.

While the Internet was growing, parallel networks developed. Large commercial services such as CompuServe and GENie began to offer network services to individuals. Phone companies developed their own electronic-mail services. Some universities started their own international network. Hobbyists began networks such as Fidonet for micro computers and UUCP for Unix machines.

### What can I do with the Internet?

#### Telnet

Telnet is a program that lets you use the power of the Internet to connect you to databases, library catalogs, and other information resources around the world.

Want to see what the weather's like in Vermont? Check on crop conditions in Azerbaijan? Get more information about somebody whose name you've seen online? Telnet lets you do this, and more. Alas, there's a big "but!" Unlike the phone system, Internet is not yet universal; not everybody can use all of its services. Almost all colleges and universities on the Internet provide telnet access. If you are using a public-access UUCP or Usenet site, you will not have access to telnet. The main reason for this is cost. Connecting to the Internet can easily cost \$1,000 or more for a leased, high-speed phone line. Some databases and file libraries can be queried by e-mail, however.

## FTP

The most common way to transfer files is through the file transfer protocol, or ftp. As with telnet, not all systems that connect to the Internet have access to ftp. However, if your system is one of these, you'll be able to get many of these files through e-mail. Starting ftp is as easy as using telnet. At your host system's command line, type

ftp site.name

and hit enter, where "site.name" is the address of the ftp site you want to reach. One major difference between telnet and ftp is that it is considered bad form to connect to most ftp sites during their business hours (generally 6 a.m. to 6 p.m. local time). This is because transferring files across the network takes up considerable computing power, which during the day is likely to be needed for whatever the computer's main function is. There are some ftp sites that are accessible to the public 24 hours a day, though.

Aminet is a linked group of ftp sites throughout the world. Each site is a mirror image of the others. They carry thousands of Amiga programs and related files available 24 hours a day. Aminet was founded by members of ICU (computer science students' club) in Zurich, Switzerland, using an A3000UX donated by Commodore Switzerland. In the beginning it was one FTP site among many, but when what had been the biggest site (ab20.larc.nasa.gov) shut down, people started adopting amiga.physik as the replacement. In order to share both the performance burden and network load, two mirror sites were installed. A new 1GB hard disk donated by Walnut Creek and the user community allowed Aminet to keep all old files. The number of mirror FTP sites increased to the current 10. Today, Aminet is the leading Internet source for Amiga software, giving authors a far-reaching distribution medium and the user community a place to look for both new and old freely distributable software. In the USA, it is available as tp.etsu.edu (192.43.199.20) and wuarchive.wustl.edu (128.252.135.4) in the pub/aminet/ directory.

## Electronic mail

Electronic mail, or e-mail, is your personal connection to the world of the Internet. Every one of the millions of people around the world who use the Internet have their own e-mail address. A growing number of "gateways" tie more and more people to the Internet every day. When you log onto the host system you are using, it automatically generated an address for you, as well. The basic concepts behind e-mail parallel those of regular mail. You send mail to people at their particular addresses. In turn, they write to you at your e-mailbox address. You can subscribe to the electronic equivalent of magazines and newspapers. There is even electronic junk mail.

E-mail has two distinct advantages over regular mail. The most obvious is speed. Instead of several days, your message can reach the other side of the world in hours or even minutes (depending on where you drop off your mail and the state of the connections between there and your recipient). The other advantage is that once you master the basics, you'll be able to use e-mail to access databases and file libraries. E-mail also has advantages over the telephone. You send your message when it's convenient for you. Your recipient responds at their convenience. No more telephone tag. And while a phone call across the country or around the world can quickly result in huge phone bills, e-mail lets you exchange vast amounts of mail for only a few pennies -- even if the other person is in New Zealand.

## Usenet

Usenet is the international meeting place, where people gather to meet their friends, discuss the day's events, keep up with computer trends or talk about whatever is on their mind. Unlike e-mail, which is "one-to-one," Usenet is "many-to-many." Jumping into a Usenet discussion can be a liberating experience. Nobody knows what you look or sound like, how old you are, what your background is. You're judged solely on your words, your ability to make a point.

To many people, Usenet IS the Net. In fact, it is often confused with Internet. But it is a totally separate system. All Internet sites CAN carry Usenet, but so do many non-Internet sites, from sophisticated Unix machines to old XTs and Apple IIs. Technically, Usenet messages are shipped around the world, from host system to host system, using one of several specific Net protocols. Your host system stores all of its Usenet messages in one place, which everybody with an account on the system can access. That way, no matter how many people actually read a given message, each host system has to store only one copy of it. Many host systems "talk" with several others regularly in case one or another of their links goes down for some reason. When two host systems connect, they basically compare notes on which Usenet messages they already have. Any that one is missing the other then transmits, and vice-versa. Because they are computers, they don't mind running through thousands, even millions, of these comparisons every day. Yes, millions. For Usenet is huge. Every day, Usenet users pump upwards of 25 million characters a day into the system.

## What Local Connections are there?

Connecting to the Net depends on where you are. If you're a college student or work at a company with its own Net connections, chances are you can gain access simply by asking your organization's computing center or data-processing department - they will then give you instructions on how to connect your already networked computer to the Internet. UC students can get access, and I have access through work at GE.

Otherwise, you'll need four things: a computer, telecommunications software, a modem and a phone line to connect to the modem. The Internet can be accessed via Tri-State Free-Net, (513) 579-1990. Full access (including access to e-mail) requires completion of a written application. There is no charge. Additionally, there are other local points of access for a minimal charge (such as \$15/month for basic service with no on-line charges - call 887-8877).

Ohio Valley Amiga Users Group  
P.O. Box 428539  
Cincinnati, Ohio 45242-8539

